

AMENDMENT(S) TO THE CLAIMS

Please amend claim 27 and add new claim 29 as follows. This listing of claims will replace all prior versions and listings of claims in this application.

Listing of Claims:

Claims 1 to 5, (canceled).

6. (Previously presented) Gaming machine, comprising a gaming machine cabinet (10) and a doorframe (15) hingedly attached thereto and pivotally movable around a substantially vertical edge between an open position and a closed position, at least two display monitors (28a, 28b) affixed to said doorframe (15) or said gaming machine cabinet (10) to be viewable through at least one opening (17a, 17b) in said doorframe (15) when said doorframe (15) is in the closed position, wherein said two display monitors (28a, 28b) are positioned one above the other at an obtuse angle relative to each other and are fixedly attached to said doorframe (15) and said doorframe (15) is supported on said gaming machine cabinet (10) by a substantially vertical hinge to open and close said doorframe together with the two display monitors (28a, 28b) affixed thereto relative to said gaming machine cabinet (10), and said doorframe (15) is provided below said two display monitors (28a, 28b) with a game control panel (20) running from one edge of the doorframe (15) to the other, wherein said game control panel (20) is inclined with respect to the two display monitors (28a, 28b) positioned above said game control panel (20), and wherein both the display monitors (28a, 28b) and the game control panel (20) are simultaneously moved to the open position relative to said gaming machine cabinet (10) upon opening of the doorframe

(15) to provide access for maintenance to back sides of the display monitors (28a, 28b) and game control panel (20) and to interior components of the gaming machine cabinet (10).

7. (Canceled).

8. (Previously presented) Gaming machine according to claim 6, wherein at least one of said two display monitors (28a, 28b) is a cathode ray tube monitor.

9. (Original) Gaming machine according to claim 6, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).

10. (Original) Gaming machine as claimed in claim 6, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

11. (Original) Gaming machine as claimed in claim 6, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.

12. (Previously presented) Gaming machine as claimed in claim 6, wherein access to said at least two display monitors (28a, 28b) is achieved only by opening said doorframe (15).

13. (Previously presented) Gaming machine according to claim 6 , wherein said two display monitors (28a, 28b) are affixed to said doorframe (15) and said doorframe (15) is supported on said gaming machine cabinet (10) by a hinge to open and close said doorframe together with the two display monitors (28a, 28b) affixed thereto, relative to said gaming machine cabinet (10).

14. (Original) Gaming machine according to claim 13, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).

15. (Previously presented) Gaming machine according to claim 6, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).

16. (Original) Gaming machine according to claim 8, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).

17. (Original) Gaming machine as claimed in claim 16, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

18. (Previously presented) Gaming machine as claimed in claim 6, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially

horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

19. (Original) Gaming machine as claimed in claim 8, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

20. (Original) Gaming machine as claimed in claim 13, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at

least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

21. (Previously presented) Gaming machine as claimed in claim 6, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.

22. (Original) Gaming machine as claimed in claim 8, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.

23. (Original) Gaming machine as claimed in claim 13, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an

obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.

24. (Original) Gaming machine as claimed in claim 23, wherein access to said at least two display monitors (28a, 28b) is achieved only by opening said doorframe (15).

25. (Original) Gaming machine as claimed in claim 20, wherein access to said at least two display monitors (28a, 28b) is achieved only by opening said doorframe (15).

26. (Previously presented) Gaming machine, comprising:  
a gaming machine cabinet and a doorframe hingedly attached thereto, said doorframe being pivotably moveable around a substantially vertical edge between an open and closed position with respect to the gaming machine cabinet;  
at least three display panels in a vertical contiguous relationship affixed to said doorframe or said gaming machine cabinet to be viewable through at least one opening in said doorframe when said doorframe is in a closed position, wherein each of said at least three display panels is oriented at an obtuse angle with respect to the adjacent display panel.

27. (Currently amended) A gaming machine comprising:  
a gaming machine cabinet (10) and a doorframe (15) attached thereto,

at least two display monitors (28a, 28b) placed behind said doorframe (15) at an interior space of said cabinet so as to be viewed through at least one opening (17a, 17b) in said doorframe (15) when said doorframe (15) is in its closed position,

wherein said two display monitors (28a, 28b) are positioned one above the other at an obtuse angle relative to each other, and

wherein said doorframe (15) is provided below said two display monitors (28a, 28b) with a game control panel (20) extending laterally from one side edge of the doorframe (15) to another side edge,

wherein said two display monitors (28a, 28b) are securely affixed to said doorframe (15) and said doorframe (15) is supported on said gaming machine cabinet (10) by means of a vertical hinge so as to open and close said doorframe together with the two display monitors (28a, 28b) and the game control panel (20) relative to said gaming machine cabinet (10),

and wherein said game control panel (20) is inclined with respect to the two display monitors (28a, 28b) which are positioned above said game control panel (20),

wherein said doorframe includes a rim extending upright alongside of the monitors (28a, 28b) and the game control panel (20), said rim having a straight edge along the entire doorframe height, and snugly fitting to the gaming machine cabinet (10), wherein said hinge is affixed to the full length of said rim and an inner wall of the gaming machine cabinet (10) and said hinge having a reinforcement to support the weight of the doorframe with the monitors and the game control panel affixed thereto.



28. (Previously presented) The gaming machine of claim 27 wherein at least one of said display monitors (28a, 28b) is a cathode ray tube monitor.

29. (New) The gaming machine of claim 1 wherein the display monitors define respective planes oriented to each other at an angle and meeting at a vertex, said vertex being located behind the doorframe.